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Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	12	(query with (pars\$4 or devid\$4 or partit\$4) with range) and ((transmit\$4 or submit\$4 or send\$4) with database)	US-PGPUB; USPAT; JPO; IBM_TDB	OR	OFF	2006/09/08 15:52
L3	9	(query with (pars\$4 or devid\$4 or partit\$4) with range) and ((transmit\$4 or submit\$4 or send\$4) with database) and (populat\$4 or distribut\$4) and (hash\$4 or dynamic\$4 or random)	US-PGPUB; USPAT; JPO; IBM_TDB	OR	OFF	2006/09/08 15:35
L4	128	((populat\$4 or migrat\$4) with (database or table\$2)) and (quer\$4 with partit\$4)	US-PGPUB; USPAT; JPO; IBM_TDB	OR	OFF	2006/09/08 15:54
L5	204	((populat\$4 or migrat\$4 or copy\$4) with (database or table\$2)) and (quer\$4 with partit\$4)	US-PGPUB; USPAT; JPO; IBM_TDB	OR	OFF	2006/09/08 15:54
L6	2	l1 and l4	US-PGPUB; USPAT; JPO; IBM_TDB	OR	OFF	2006/09/08 15:56
L7	1	"2005031893"	US-PGPUB; USPAT; JPO; IBM_TDB	OR	OFF	2006/09/08 15:57
L8	1	"20050131893"	US-PGPUB; USPAT; JPO; IBM_TDB	OR	OFF	2006/09/08 16:06
L9	7213	(parallel\$4 with (quer\$4 or search\$4))	US-PGPUB; USPAT; JPO; IBM_TDB	OR	OFF	2006/09/08 16:07
L10	9	(parallel\$4 with (quer\$4 or search\$4)) and (inter with quer\$4) and (intra with quer\$4)	US-PGPUB; USPAT; JPO; IBM_TDB	OR	OFF	2006/09/08 16:09
L11	1	(parallel\$4 with (quer\$4 or search\$4)) and (inter with quer\$4) and (intra with quer\$4) and (range with partit\$4)	US-PGPUB; USPAT; JPO; IBM_TDB	OR	OFF	2006/09/08 16:09
L12	6	(parallel\$4 with (quer\$4 or search\$4)) and (inter with quer\$4) and (intra with quer\$4) and (quer\$4 with part\$4)	US-PGPUB; USPAT; JPO; IBM_TDB	OR	OFF	2006/09/08 16:09

## EAST Search History

L13	2	(parallel\$4 with (quer\$4 or search\$4)) and (inter with quer\$4) and (intra with quer\$4) and (quer\$4 with (pars\$4 or partit\$4 or devid\$4))	US-PGPUB; USPAT; JPO; IBM_TDB	OR	OFF	2006/09/08 16:10
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Role-based design is a way to **decompose** an object-oriented ... Hy+ is a **query** and visualization system based on hygraphs – an **extension** of directed ...[www.iam.unibe.ch/~scg/Archive/PhD/richner-phd.pdf](http://www.iam.unibe.ch/~scg/Archive/PhD/richner-phd.pdf) - [Similar pages](#)**[PDF] INFRASTRUCTURE, QUERY OPTIMIZATION, DATA WAREHOUSING AND DATA ...**File Format: PDF/Adobe Acrobat - [View as HTML](#)**size** which is normally 512 bytes. In this thesis, the data block **size** is chosen to be ... and **populate** our data warehouse for both **query** and data mining. ...[www.nd.edu/~nom/Papers/yp\\_ndthesis.pdf](http://www.nd.edu/~nom/Papers/yp_ndthesis.pdf) - [Similar pages](#)**[PDF] CONTENTS**File Format: PDF/Adobe Acrobat - [View as HTML](#)which could be **extended** through an inheritance mechanism. These capabilities ... intra-**query** 483–484. list **partitioning** 487. **range partitioning** 485, 487–488 ...[www.palgrave.com/pdfs/1403901694.pdf](http://www.palgrave.com/pdfs/1403901694.pdf) - [Similar pages](#)[a aarhus aaron ababa aback abacus abalone abandon abase abash ...](#)... decompile decomposable **decompose decomposition** decompress decompression ...[rancid rancorous rand randall randolph random randy rang range rangeland ...](#)[pgl.yoyo.org/random/words.txt](http://pgl.yoyo.org/random/words.txt) - 202k - [Cached](#) - [Similar pages](#)**IBM Globalization - Terminology**Partitions can be **extended** to a maximum **size** of 1, 2, or 4 gigabytes, ... **partitioning** mapindex: A number assigned to a hash **partition** or **range partition**. ...[www-306.ibm.com/software/globalization/terminology/op.html](http://www-306.ibm.com/software/globalization/terminology/op.html) - 382k -[Cached](#) - [Similar pages](#)**[PDF] Bulletin of the Technical Committee on March 2003 Vol. 26 No. 1 ...**File Format: PDF/Adobe Acrobat - [View as HTML](#)tive **partitioning** operator for continuous **query** systems. ... other elements in an XML document, we employ a **query decomposition** scheme to take advantage of ...[db.lcs.mit.edu/madden/html/deissue-b.pdf](http://db.lcs.mit.edu/madden/html/deissue-b.pdf) - [Similar pages](#)**[PDF] A case for fractured mirrors**

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**partitioning random** seeks across the mirrored pair [6]. This. can be critical since **random** ... we have outlined how **query** optimization can be **extended** in a ...[portal.acm.org/ft\\_gateway.cfm?id=950483&](http://portal.acm.org/ft_gateway.cfm?id=950483&)type=pdf&coll=&dl=ACM&CFID=15151515&CFTOKEN=6... - [Similar pages](#)**[PDF] Worlds and Beyond: Efficient Representation and Processing of ...**File Format: PDF/Adobe Acrobat - [View as HTML](#)In this paper, we present a **decomposition**-based approach. to addressing this problem. ...a **random** number in the **range** [2, min(8, **size**)], where **size** ...[www.infosys.uni-sb.de/publications/INFOSYS-TR-2005-4-v1.pdf](http://www.infosys.uni-sb.de/publications/INFOSYS-TR-2005-4-v1.pdf) - [Similar pages](#)[Aarhus Aaron Ababa aback abaft abandon abandoned abandoning ...](#)

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### 1 [Fast detection of communication patterns in distributed executions](#)

Thomas Kunz, Michiel F. H. Seuren

 November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Publisher: IBM Press

Full text available: pdf(4.21 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

### 2 [GPGPU: general purpose computation on graphics hardware](#)



David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn

 August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(63.03 MB)

Additional Information: [full citation](#), [abstract](#)

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

### 3 [Multidimensional access methods](#)



Volker Gaede, Oliver Günther

June 1998 **ACM Computing Surveys (CSUR)**, Volume 30 Issue 2

Publisher: ACM Press

Full text available: pdf(1.05 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citings](#), [index terms](#)

Search operations in databases require special support at the physical level. This is true for conventional databases as well as spatial databases, where typical search operations

include the point query (find all objects that contain a given search point) and the region query (find all objects that overlap a given search region). More than ten years of spatial database research have resulted in a great variety of multidimensional access methods to support ...

**Keywords:** data structures, multidimensional access methods

#### 4 Approximate query processing using wavelets

Kaushik Chakrabarti, Minos Garofalakis, Rajeev Rastogi, Kyuseok Shim  
September 2001 **The VLDB Journal — The International Journal on Very Large Data**

**Bases**, Volume 10 Issue 2-3

**Publisher:** Springer-Verlag New York, Inc.

Full text available:  [pdf\(390.24 KB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

Approximate query processing has emerged as a cost-effective approach for dealing with the huge data volumes and stringent response-time requirements of today's decision support systems (DSS). Most work in this area, however, has so far been limited in its query processing scope, typically focusing on specific forms of aggregate queries. Furthermore, conventional approaches based on sampling or histograms appear to be inherently limited when it comes to approximating the results of complex queri ...

**Keywords:** Approximate query answers, Data synopses, Query processing, Wavelet decomposition

#### 5 External memory algorithms and data structures: dealing with massive data

 Jeffrey Scott Vitter  
June 2001 **ACM Computing Surveys (CSUR)**, Volume 33 Issue 2

**Publisher:** ACM Press

Full text available:  [pdf\(828.46 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Data sets in large applications are often too massive to fit completely inside the computers internal memory. The resulting input/output communication (or I/O) between fast internal memory and slower external memory (such as disks) can be a major performance bottleneck. In this article we survey the state of the art in the design and analysis of external memory (or EM) algorithms and data structures, where the goal is to exploit locality in order to reduce the I/O costs. We consider a varie ...

**Keywords:** B-tree, I/O, batched, block, disk, dynamic, extendible hashing, external memory, hierarchical memory, multidimensional access methods, multilevel memory, online, out-of-core, secondary storage, sorting

#### 6 Rule-based spatiotemporal query processing for video databases

Mehmet Emin Dönderler, Özgür Ulusoy, Ugur Gündükbay  
January 2004 **The VLDB Journal — The International Journal on Very Large Data**

**Bases**, Volume 13 Issue 1

**Publisher:** Springer-Verlag New York, Inc.

Full text available:  [pdf\(231.09 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

In our earlier work, we proposed an architecture for a Web-based video database management system (VDBMS) providing an integrated support for spatiotemporal and semantic queries. In this paper, we focus on the task of spatiotemporal query processing and also propose an SQL-like video query language that has the capability to handle a broad range of spatiotemporal queries. The language is rule-based in that it allows users

to express spatial conditions in terms of Prolog-type predicates. Spatiote ...

**Keywords:** Content-based retrieval, Inference rules, Multimedia databases, Spatiotemporal query processing, Video databases

## 7 A case for fractured mirrors

Ravishankar Ramamurthy, David J. DeWitt, Qi Su

August 2003 **The VLDB Journal — The International Journal on Very Large Data**

**Bases**, Volume 12 Issue 2

**Publisher:** Springer-Verlag New York, Inc.

Full text available:  [pdf\(200.49 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

Abstract. The decomposition storage model (DSM) vertically partitions all attributes of a table and has excellent I/O behavior when the number of attributes accessed by a query is small. It also has a better cache footprint than the standard storage model (NSM) used by most database systems. However, DSM incurs a high cost in reconstructing the original tuple from its partitions. We first revisit some of the performance problems associated with DSM and suggest a simple indexing strategy and compa ...

**Keywords:** Data placement, Disk mirroring, Vertical partitioning

## 8 Recent technical reports



December 1979 **ACM SIGACT News**, Volume 10 Issue 3

**Publisher:** ACM Press

Full text available:  [pdf\(1.99 MB\)](#) Additional Information: [full citation](#)

## 9 A graph-theoretic model for optimizing queries involving methods

Chiang Lee, Chi-Sheng Shih, Yaw-Huei Chen

April 2001 **The VLDB Journal — The International Journal on Very Large Data Bases**,

Volume 9 Issue 4

**Publisher:** Springer-Verlag New York, Inc.

Full text available:  [pdf\(266.86 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

Traditional algorithms for optimizing the execution order of joins are no more valid when selections and projections involve methods and become very expensive operations. Selections and projections could be even more costly than joins such that they are pulled above joins, rather than pushed down in a query tree. In this paper, we take a fundamental look at how to approach query optimization from a top-down design perspective, rather than trying to force one model to fit into another. We present ...

**Keywords:** Graph model, Method query, Object-oriented databases, Query optimization, Spanning tree

## 10 Implementing declarative overlays



Boon Thau Loo, Tyson Condie, Joseph M. Hellerstein, Petros Maniatis, Timothy Roscoe, Ion Stoica

October 2005 **ACM SIGOPS Operating Systems Review , Proceedings of the twentieth ACM symposium on Operating systems principles SOSP '05**, Volume 39 Issue 5

**Publisher:** ACM Press

Full text available:  [pdf\(370.85 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Overlay networks are used today in a variety of distributed systems ranging from file-sharing and storage systems to communication infrastructures. However, designing, building and adapting these overlays to the intended application and the target environment is a difficult and time consuming process. To ease the development and the deployment of such overlay networks we have implemented P2, a system that uses a declarative logic language to express overlay networks in a highly compact and reusable ...

**Keywords:** dataflow engines, declarative overlays, executable pseudocode

## 11 On randomization in sequential and distributed algorithms



Rajiv Gupta, Scott A. Smolka, Shaji Bhaskar

March 1994 **ACM Computing Surveys (CSUR)**, Volume 26 Issue 1

**Publisher:** ACM Press

Full text available: [pdf\(8.01 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Probabilistic, or randomized, algorithms are fast becoming as commonplace as conventional deterministic algorithms. This survey presents five techniques that have been widely used in the design of randomized algorithms. These techniques are illustrated using 12 randomized algorithms—both sequential and distributed—that span a wide range of applications, including: primality testing (a classical problem in number theory), interactive probabilistic proofs ...

**Keywords:** Byzantine agreement, CSP, analysis of algorithms, computational complexity, dining philosophers problem, distributed algorithms, graph isomorphism, hashing, interactive probabilistic proof systems, leader election, message routing, nearest-neighbors problem, perfect hashing, primality testing, probabilistic techniques, randomized or probabilistic algorithms, randomized quicksort, sequential algorithms, transitive tournaments, universal hashing

## 12 The Quadtree and Related Hierarchical Data Structures



Hanan Samet

June 1984 **ACM Computing Surveys (CSUR)**, Volume 16 Issue 2

**Publisher:** ACM Press

Full text available: [pdf\(4.87 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

## 13 The elements of nature: interactive and realistic techniques



Oliver Deussen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes**  
**SIGGRAPH '04**

**Publisher:** ACM Press

Full text available: [pdf\(17.65 MB\)](#)

Additional Information: [full citation](#), [abstract](#)

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techniques ...

## 14

### Real-time shading





Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes**  
**SIGGRAPH '04**

**Publisher:** ACM Press

Full text available: pdf(7.39 MB)

Additional Information: [full citation](#), [abstract](#)

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabilities ...

## 15 The Grid File: An Adaptable, Symmetric Multikey File Structure



J. Nievergelt, Hans Hinterberger, Kenneth C. Sevcik

March 1984 **ACM Transactions on Database Systems (TODS)**, Volume 9 Issue 1

**Publisher:** ACM Press

Full text available: pdf(2.35 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Traditional file structures that provide multikey access to records, for example, inverted files, are extensions of file structures originally designed for single-key access. They manifest various deficiencies in particular for multikey access to highly dynamic files. We study the dynamic aspects of file structures that treat all keys symmetrically, that is, file structures which avoid the distinction between primary and secondary keys. We start from a bitmap approach and treat the problem ...

## 16 Special issue: AI in engineering



D. Sriram, R. Joobhani

April 1985 **ACM SIGART Bulletin**, Issue 92

**Publisher:** ACM Press

Full text available: pdf(8.79 MB)

Additional Information: [full citation](#), [abstract](#)

The papers in this special issue were compiled from responses to the announcement in the July 1984 issue of the SIGART newsletter and notices posted over the ARPAnet. The interest being shown in this area is reflected in the sixty papers received from over six countries. About half the papers were received over the computer network.

## 17 Data clustering: a review



A. K. Jain, M. N. Murty, P. J. Flynn

September 1999 **ACM Computing Surveys (CSUR)**, Volume 31 Issue 3

**Publisher:** ACM Press

Full text available: pdf(636.24 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Clustering is the unsupervised classification of patterns (observations, data items, or feature vectors) into groups (clusters). The clustering problem has been addressed in many contexts and by researchers in many disciplines; this reflects its broad appeal and usefulness as one of the steps in exploratory data analysis. However, clustering is a difficult problem combinatorially, and differences in assumptions and contexts in different communities has made the transfer of useful generic co ...

**Keywords:** cluster analysis, clustering applications, exploratory data analysis, incremental clustering, similarity indices, unsupervised learning

18 Practical methods for constructing suffix trees

Yuanyuan Tian, Sandeep Tata, A. Hankins, M. Patel

September 2005 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 14 Issue 3


**Publisher:** Springer-Verlag New York, Inc.

Full text available:  [pdf\(1.30 MB\)](#) Additional Information: [full citation](#), [abstract](#)

Sequence datasets are ubiquitous in modern life-science applications, and querying sequences is a common and critical operation in many of these applications. The suffix tree is a versatile data structure that can be used to evaluate a wide variety of queries on sequence datasets, including evaluating exact and approximate string matches, and finding repeat patterns. However, methods for constructing suffix trees are often very time-consuming, especially for suffix trees that are large and do no ...


**Keywords:** Suffix tree construction, sequence matching

19 A qualitative comparison study of data structures for large line segment databases

 Erik G. Hoel, Hanan Samet


June 1992 **ACM SIGMOD Record , Proceedings of the 1992 ACM SIGMOD international conference on Management of data SIGMOD '92**, Volume 21 Issue 2

**Publisher:** ACM Press

Full text available:  [pdf\(1.42 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


A qualitative comparative study is performed of the performance of three popular spatial indexing methods - the R-tree, R+-tree, and the PMR quadtree-in the context of processing spatial queries in large line segment databases. The data is drawn from the TIGER/Line files used by the Bureau of the Census to deal with the road networks in the US. The goal is not to find the best data structure as this is not generally possible. Instead, their comparability is demonstrated ...

20 Algorithmic issues in modeling motion

 Pankaj K. Agarwal, Leonidas J. Guibas, Herbert Edelsbrunner, Jeff Erickson, Michael Isard, Sarel Har-Peled, John Hershberger, Christian Jensen, Lydia Kavradi, Patrice Koehl, Ming Lin, Dinesh Manocha, Dimitris Metaxas, Brian Mirtich, David Mount, S. Muthukrishnan, Dinesh Pai, Elisha Sacks, Jack Snoeyink, Subhash Suri, Ouri Wolfson

December 2002 **ACM Computing Surveys (CSUR)**, Volume 34 Issue 4

**Publisher:** ACM Press

Full text available:  [pdf\(205.25 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This article is a survey of research areas in which motion plays a pivotal role. The aim of the article is to review current approaches to modeling motion together with related data structures and algorithms, and to summarize the challenges that lie ahead in producing a more unified theory of motion representation that would be useful across several disciplines.

**Keywords:** Computational geometry, computer vision, mobile networks, modeling, molecular biology, motion modeling, physical simulation, robotics, spatio-temporal databases

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IEEE CNF	IEEE Conference Proceeding
IEE CNF	IEE Conference Proceeding
IEEE STD	IEEE Standard

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 Volume 1, 18-20 April 2006 Page(s):693 - 700  
 Digital Object Identifier 10.1109/AINA.2006.256  
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 Kido, K.; Amagasa, T.; Kitagawa, H.;  
[Data Engineering Workshops, 2006. Proceedings. 22nd International Conference on](#)  
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- ☐ 4. Navigation Server: a highly parallel DBMS on open systems  
 Ron-Chung Hu; Stellwagen, R.;  
[Data Engineering, 1995. Proceedings of the Eleventh International Conference on](#)  
 6-10 March 1995 Page(s):184 - 185  
 Digital Object Identifier 10.1109/ICDE.1995.380394  
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 Plale, B.; Schwan, K.;  
[Parallel and Distributed Systems, IEEE Transactions on](#)  
 Volume 14, Issue 4, April 2003 Page(s):422 - 432  
 Digital Object Identifier 10.1109/TPDS.2003.1195413  
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Ng, K.W.; Zhenghao Wang; Muntz, R.R.; Shek, E.C.;  
[Parallel and Distributed Systems, 1998. Proceedings., 1998 International Conference on](#)  
14-16 Dec. 1998 Page(s):59 - 66  
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Digital Object Identifier 10.1109/COMPCON.1989.301922  
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Yaun, G.; Carothers, C.D.; Adali, S.; Spooner, D.;  
[Simulation Conference, 2001. Proceedings of the Winter](#)  
Volume 2, 9-12 Dec. 2001 Page(s):1363 - 1371 vol.2  
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